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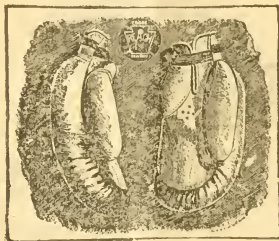
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Spalding's Official Football Guide

FOOT-BALL RULES

AND

REFEREE'S BOOK,

REVISED BY WALTER CAMP,
Secretary Advisory Committee.

AUTHORIZED AND ADOPTED BY THE

✓
American Intercollegiate Association.

1893.

FOR THE SEASON OF 1893-94,

Also, Constitution of the Association.

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AN INTRODUCTORY CHAPTER FOR BEGINNERS.

It may seem encroaching on space that might be otherwise better filled, to devote the introductory chapter this year to some of those points which have been stumbling-blocks to men entering upon a foot-ball career. But it has been suggested that there are so many newly formed teams and inexperienced players that a few words of explanation upon such points would be of interest and value, and old players will therefore pardon what may appear trite in the next few pages.

A beginner in foot-ball should do two things. He should read the rules and he should, if possible, watch the practice. If the latter be impossible he and his mates must, after having read the rules, start in and, with eleven men on a side, play according to their own interpretation of these rules. When differences of opinion arise as to the meaning of any rule, a letter addressed to some one of the players upon prominent teams will almost always elicit a ready and satisfactory answer.

The first thing to be done in starting the practice, is to provide regarding the accessories of the game, which in foot-ball are of the simplest kind. The field should be marked out with ordinary lime-lines, enclosing a space 330 feet long and 160 feet wide. While not absolutely necessary, it is customary to mark the field also with

transverse lines every five yards, for the benefit of the referee in determining how far the ball is advanced at every down. In the middle of the lines forming the ends of the field, the goal-posts are erected, and should be 18 feet 6 inches apart, with a cross-bar 10 feet from the ground. The posts should project several feet above the cross-bar. The ball used is an oval leather cover containing a rubber inner, which is inflated by means of a small air pump or the lungs. The regulation ball is the Intercollegiate Match Number J., adopted by the Intercollegiate Association, and made by A. G. Spalding & Bros. The costumes of the players form another very important feature, and should be of a proper and serviceable nature. With the exception of one or two players, who will be later mentioned, every man should wear a canvas jacket. This can be home-made, or purchased at a small expense from any athletic outfitter. It should fit closely but not too tightly, and lace up in front so that it may be drawn quite snugly. Some have elastic pieces set in at the sides, back or arms, but these additions are by no means necessary. The trousers should be of some stout material, fustian for example, and well padded. This padding can be done by any seamstress; quilting in soft material over the knees and thighs or, the regular athletic outfitters furnish trousers provided with the padding. Long woolen stockings are worn, and occasionally, but not usually, shin guards by men playing in the forward line. The most important feature of the entire uniform is the shoe. This may be the ordinary canvas and leather base-ball shoe with leather cross-pieces nailed across the sole to prevent slipping. This is the most inexpensive form, but the best shoes are made entirely of leather, kangaroo skin preferably fitting the foot firmly, yet comfortably, lacing well up on the ankle and the soles, provided with a small leather spike which can be renewed when worn down.

Inside this shoe and either attached to the bottom of it, or not, as preferred, a thin leather anklet laces tightly over the foot, and is an almost sure preventive of sprained ankles. The cap may be of almost any variety, and except in the cases of half-backs and back, does not play any very important part. These men should, however, have caps with visors to protect their eyes from the sun when catching a long kick.

Underneath the canvas jackets any woolen underwear can be put on, most players wearing knit jerseys. As mentioned above, there are two or three players who can, to advantage, go without the regulation canvas jacket and wear a jersey in its place. These are, first, the quarter-back, and sometimes the centre-rush or snap-back, and finally, the full-back, if he be a kicking full-back only, that is, one who does not attempt to do any running.

The team of eleven men is usually divided into seven rushers or forwards, who stand in a line facing their seven opponents; a quarter-back, who stands just behind this line; two half-backs, a few yards behind the quarter-back; and finally, a full-back or goal-tend, who stands a dozen yards or so behind the half-backs. This gives the general formation but is, of course, dependent upon the plays to be executed.

Before commencing practice, a man should be chosen to act as both referee and umpire, for in practice games it is hardly necessary to have two officials. The two sides then toss up, and the one winning the toss has choice of goal or kick-off. If there be a wind, he will naturally and wisely take the goal from which that wind is blowing and allow his opponents to have the ball. If there be no advantage in the goals he will choose the kick-off, and his opponents in that case take whichever goal they like. The two teams then line up; the holders of the ball placing it upon the exact centre of the field, and the opponents being obliged to stand

back in their own territory at least ten yards, until the ball has been touched with the foot. There are now several methods of starting the play. Primarily, however, the ball must be hit by the foot of the man making the kick-off. He may kick the ball as far as he can down the field, or he may merely touch it with his foot and then pick it up and pass it, run with it, or even punt it himself. The method most commonly practiced now is for him to touch it with his foot and then pass it to some runner of his own side behind him, while the other forwards mass in the form of a wedge in front of this runner, and the entire body of men, with the runner well protected in the midst, then plunges ahead as far as possible into the ranks of the opponents. This play is called the V or wedge, and is affected by almost every team, although the methods may differ slightly. As soon as the ball is touched by the foot, the opposing side may charge, and the rushers, therefore, spring at this wedge-shaped mass of players, and get at the runner as speedily as possible, bringing him to a standstill. As soon as the ball is fairly held, that is, both player and ball brought to a standstill, the runner must cry "down" and some one upon his side, usually the man called the snap-back or centre-rusher, must place the ball on the ground at that spot for a "scrimmage," as it is termed. The ball is then put in play again (while the men of each team keep on their own side of the ball, under penalty of a foul, for off-side play.) by the snap-back's kicking the ball or snapping it back, either with his foot, or more commonly with his hand, to a player of his own side just behind him, who is called the quarter-back. The ball is in play, and both sides may press forward as soon as the ball is put in motion by the snap-back. Naturally, however, as the quarter-back usually passes it still farther behind him to a half-back, or back, to kick or run with, it is the opposing side which are most anxious to push forward, while the side

having the ball endeavor by all lawful means to retard that advance until their runner or kicker has had time to execute his play. It is this antagonism of desire on the part of both sides that has given rise to the special legislation regarding the use of the hands, body and arms of the contestants—and beginners must carefully note the distinction. As soon as the snap-back has sent the ball behind him, he has really placed all the men in his own line off-side, that is, between the ball and the opponent's goal, and they, therefore, can theoretically only occupy the positions in which they stand, while the opponents have the legal right to run past them as quickly as possible. For this reason, and bearing in mind that the men "on-side" have the best claim to right of way, it has been enacted that the side having possession of the ball may not use their hands or arms, but only their bodies when thus off-side, to obstruct or interrupt their adversaries, while the side running through in the endeavor to stop the runner, or secure possession of the ball, may use their hands and arms to make passage for themselves.

The game thus progresses in a series of downs followed by runs or kicks, as the case may be, the only limitation being that of a rule designed to prevent one side continually keeping possession of the ball without material advance or retreat, which would be manifestly unfair to the opponents. This rule provides that in three "downs" or attempts to advance the ball, a side not having made five yards toward the opponent's goal or retreated twenty yards toward their own goal, must surrender possession. As a matter of fact, it is seldom that a team actually surrenders the ball in this way, because after two attempts, if the prospects of completing the five-yard gain appear small, it is so manifestly politic to kick the ball as far as possible down the field, that such a method is more likely to be adopted than to ~~make a~~ last attempt by a run and give

the enemy possession almost on the spot. In such an exigency no feint at a kick is allowed by the rules, but it must be such a kick as to give the opponents fair and equal chance to gain possession of the ball. There is one other element entering into this progress of the game, and that is the fair catch. This can be made from a kick by the opponents, provided the catcher takes the ball on the fly and, no other of his own side touching it, he plants his heel in the ground at the spot where the catch is made. This entitles him to a free-kick; that is, his opponents cannot come beyond his mark, made by heeling the catch, while he and his side may retire such distance toward his own goal as he sees fit, and then make a punt or a drop, or place the ball for a place-kick. He ordinarily, however, in these days of wedge play, acts exactly as we have described for the first kick-off—that is, merely touches the ball with his foot in order to conform with the rule that he must put it in play by a kick, and then passes it to another of his own side for a run. His own men must be behind the ball when he kicks it, under penalty of off-side.

Whenever the ball goes across the side boundary line of the field, it is said to go “into touch,” and it must be at once brought back to the point where it crossed the line, and then put in play by some member of the side which carried it out, or first secured possession of it after it went out. The methods of putting it in play are as follows: to throw it directly in at right angles to the touch line, bound it or touch it in, and then pass it back, or finally, and most commonly, walk into the field and make an ordinary scrimmage of it the same as after a down. In this latter case, the player who intends walking in with it must, before stepping into the field, declare how many paces he will walk in, in order that the opponents may know where the ball will be put in play. We will suppose that the ball by a succession of

these plays, runs, kicks, downs, fair catches, etc., has progressed toward one or the other of the goals, until it is within kicking distance of the goal-posts. The question now will arise in the mind of the captain of the attacking side, as to whether his best plan of operations will be to try a drop-kick at the goal, or to continue the running attempts, in the hope of carrying the ball across the goal-line, for this latter play will count his side a touch-down, and entitle them to a try-at-goal. The touch-down itself will count 4 points, even if he afterward fail to convert it into a goal, by sending the ball over the bar and between the posts, while, if he succeed in converting it, the touch-down and goal together count 6 points. A drop-kick, if successful, on the other hand, counts but 5 points, and is, of course, even if attempted, by no means sure of resulting successfully. If it fail, the ball is almost certain to cross the goal-line somewhere, and this gives the opponents the right to bring it out to the twenty-five yard line for kick-out, and then have a free-kick, which results in still further gain for them, and usually puts their goal out of danger for the time being. He must therefore carefully consider both issues at this point, and it is the handling of those problems that show his quality as a captain. If he elects to continue his running attempts, and eventually carries the ball across the line, he secures a touch-down at the spot where the ball is finally held after being carried over, and any player of his side may then bring it out, making a mark with his heel on the line as he walks out, and when he reaches a suitable distance, place the ball for one of his side to kick, the opponents meantime standing behind their goal-line. In placing the ball it is held in the hands of the placer, close to, but not touching the ground, and then carefully aimed until the direction is proper. Then, at a signal from the kicker that it is right it is placed upon the ground, still steadied by the hand or finger of the placer, and

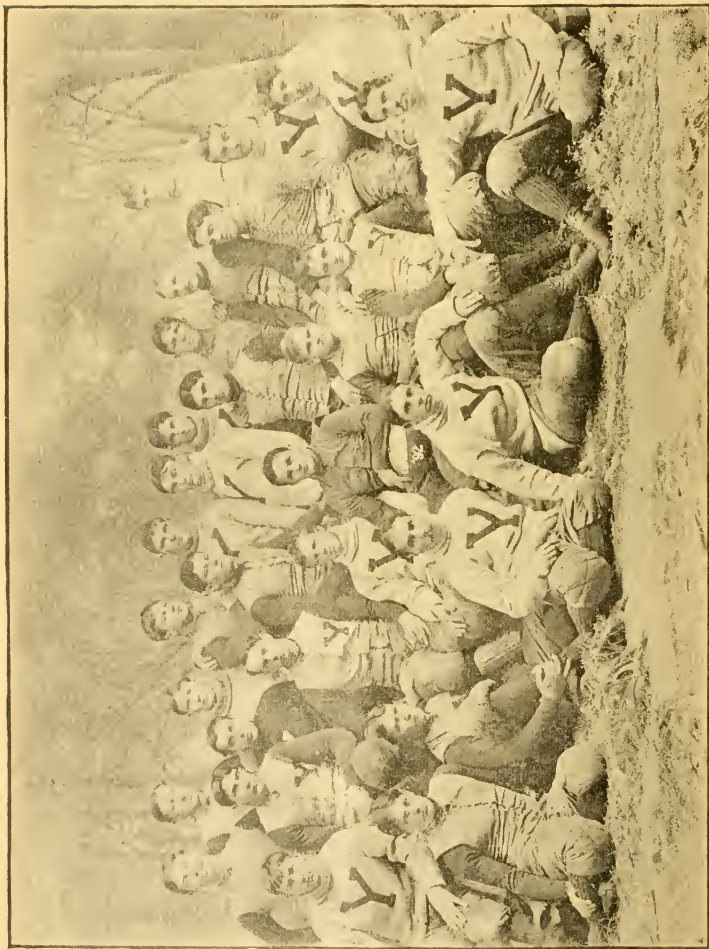
instantly kicked by the place-kicker. The reason for this keeping it off the ground until the last instant, is that the opponents can charge forward as soon as the ball touches the ground, and hence would surely stop the kick if much time intervened. If the ball goes over the goal, it scores as above indicated, and the opponents then take it to the middle of the field for kick-off again, the same as at the commencement of the match. The same result happens by this year's rules if the goal be missed, although formerly the opponents could then only bring it out to the twenty-five yard line.

There is one other issue to be considered at this point, and that is, if the ball be in possession of the defenders of the goal, or if it fall into their hands when thus close to their own goal. Of course, they will naturally endeavor by running or kicking, to, if possible, free themselves from the unpleasant situation that menaces them. Sometimes, however, this becomes impossible, and there is a provision in the rules which gives them an opportunity of relief, at a sacrifice it is true, but scoring less against them than if their opponents should re-gain possession of the ball and make a touch-down or a goal. A player may at any time kick, pass, or carry the ball across his own goal-line, and there touch it down for safety. This, while it scores two points for his opponents, gives his side the privilege of bringing the ball out to the twenty-five yard line and then taking a kick-out, performed like kick-off or any other free-kick, except that it must be a drop-kick or a place-kick.

This succession of plays continues for three-quarters of an hour in a regular match. Then intervenes a ten-minute intermission, after which the side which did not have the kick-off at the commencement of the match, has possession of the ball for the kick-off at the second three-quarters of an hour. The result of the match is determined by the number of points scored

during the two three-quarters, a goal from a touch-down yielding 6 points, one from the field, that is, without the aid of a touch-down, 5 points; a touch-down from which no goal is kicked giving 4, and a safety counting 2 points for the opponents. In practice it is usual to have the two periods of play considerably shorter than forty-five minutes, generally not over twenty or thirty.

Walter Camp



THE YALE TEAM.

FOOT-BALL RULES

OF THE

American Intercollegiate Association

RULE 1.—(a) A drop-kick is made by letting the ball fall from the hands and kicking it at the very instant it rises.

(b) A place-kick is made by kicking the ball after it has been placed on the ground.

(c) A punt is made by letting the ball fall from the hands and kicking it before it touches the ground.

(d) Kick-off is a place-kick from the centre of the field of play, and cannot score a goal.

(e) Kick-out is a drop-kick, or place-kick, by a player of the side which has touched the ball down in their own goal, or into whose touch-in-goal the ball has gone, and cannot score a goal. (See Rules 32 and 34).

(f) A free-kick is one where the opponents are restrained by rule.

RULE 2.—(a) In touch means out of bounds.

(b) A fair is putting the ball in play from touch.

RULE 3.—A foul is any violation of a rule.

RULE 4.—(a) A touch-down is made when the ball is carried, kicked or passed across the goal line and there held, either in goal or touch-in-goal. The point where the touch-down scores, however, is not necessarily where the ball is carried across the line, but where the ball is fairly held or called "down."

NOTE.—The Ball adopted and used exclusively by the American Intercollegiate Association is the "Spalding J." Ball, made by A. G. SPALDING & BROS., and to be genuine must bear their Trade Mark.

Touch in Goal.	<div data-bbox="288 872 308 1043">Touch or Bounds.</div> <div data-bbox="210 679 231 776">In Touch.</div> <div data-bbox="288 687 308 768">330 feet.</div> <div data-bbox="288 405 308 583">Touch or Bounds.</div>	Touch in Goal.
In Goal.	<div data-bbox="350 1176 681 1199">Goal Line.</div> <div data-bbox="469 1154 562 1176">(18½ feet)</div> <div data-bbox="469 1124 562 1147">(Goal.)</div> <div data-bbox="474 1087 557 1110">160 feet.</div> <div data-bbox="355 954 671 976">25-yard-line Limit of Kick-out.</div> <div data-bbox="360 479 676 501">25-yard line Limit of Kick-out.</div> <div data-bbox="479 338 562 360">160 feet.</div> <div data-bbox="469 301 562 323">(Goal.)</div> <div data-bbox="469 271 562 293">(18½ feet)</div> <div data-bbox="350 249 681 271">Goal Line.</div>	<div data-bbox="474 175 562 197">In Goal.</div> <div data-bbox="578 249 681 271">Goal Line.</div> <div data-bbox="350 249 458 271">Goal Line.</div>
Touch in Goal.	<div data-bbox="723 872 743 1043">Touch or Bounds</div> <div data-bbox="806 679 826 776">In Touch.</div> <div data-bbox="723 687 743 768">330 feet.</div> <div data-bbox="723 405 743 583">Touch or Bounds.</div>	Touch in Goal.

(b) A safety is made when a player guarding his goal receives the ball from a player of his own side, either by a pass, kick, or a snap-back, and then touches it down behind his goal line, or when he himself carries the ball across his own goal line and touches it down, or when he puts the ball into his own touch-in-goal, or when the ball, being kicked by one of his own side, bounds back from an opponent across the goal line and he then touches it down.

(c) A touch-back is made when a player touches the ball to the ground behind his own goal, the impetus which sent the ball across the line having been received from an opponent.

RULE 5.—A punt-out is a punt made by a player of the side which has made a touch-down in their opponents' goal to another of his own side for a fair catch.

RULE 6.—A goal may be obtained by kicking the ball in any way except a punt from the field of play (without touching the ground, or dress, or person of any player after the kick) over the cross-bar or post of opponents' goal.

RULE 7.—A scrimmage takes place when the holder of the ball puts it down on the ground, and puts it in play by kicking it or snapping it back.

RULE 8.—A fair catch is a catch made direct from a kick by one of the opponents, or from a punt-out by one of the same side, provided the catcher made a mark with his heel at the spot where he has made the catch, and no other of his side touch the ball. If the catcher, after making his mark, be deliberately thrown to the ground by an opponent, he shall be given five yards, unless this carries the ball across the goal line.

RULE 9.—Charging is rushing forward to seize the ball or tackle a player.

RULE 10.—Interference is using the hands or arms in



A. L. WHEELER,
Guard, Princeton.

any way to obstruct or hold a player who has not the ball. This does not apply to the man running with the ball.

RULE 11.—The ball is dead :

I. When the holder has cried down, or when the referee has cried down, or when the umpire has called foul.

II. When a goal has been obtained.

III. When it has gone into touch, or touch-in-goal, except for punt-out.

IV. When a touch-down or safety has been made.

V. When a fair catch has been heeled. No play can be made while the ball is dead, except to put in play by rule.

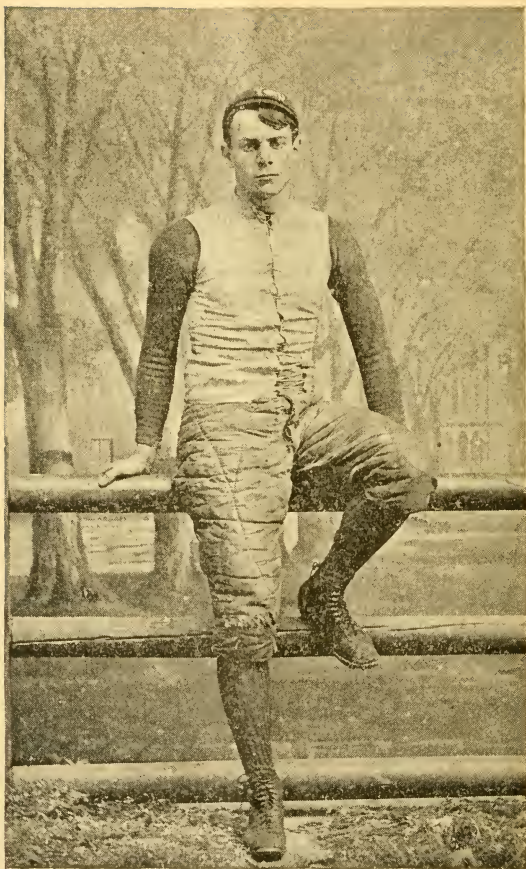
RULE 12.—The grounds must be 330 feet in length and 160 feet in width, with a goal place in the middle of each goal line, composed of two upright posts, exceeding 20 feet in height, and placed 18 feet 6 inches apart, with cross-bar 10 feet from the ground.

RULE 13.—The game shall be played by teams of eleven men each, and in case of a disqualified or injured player a substitute shall take his place. Nor shall the disqualified or injured player return to further participation in the game.

Amendment adopted at a special meeting of the Intercollegiate Association, 1893: "No member of a graduate department, nor a special student shall be allowed to play, nor any undergraduate who has registered or attended lectures or recitations at any other university or college, nor by any undergraduate who is not pursuing a course requiring for a degree an attendance of at least three years."

RULE 14.—There shall be an umpire and a referee. No man shall act as an umpire who is an alumnus of either of the competing colleges. The umpires shall be nominated and elected by the Advisory Committee. The referee shall be chosen by the two captains of the opposing teams in each game, except in case of disagreement, when the choice shall be referred to the Advisory Committee, whose decision shall be final. All the referees and umpires shall be permanently elected and assigned on or before the third Saturday in October in each year.

RULE 15.—(a) The umpire is the judge for the players,



F. A. HINKEY,
Captain and End, Yale.

and his decision is final regarding fouls and unfair tactics.

(b) The referee is judge for the ball, and his decision is final in all points not covered by the umpire.

(c) Both umpire and referee shall use whistles to indicate cessation of play on fouls and downs. The referee shall use a stop watch in timing the game.

(d) The umpire shall permit no coaching, either by substitutes, coaches or any one inside the ropes. If such coaching occur he shall warn the offender, and upon the second offense must have him sent behind the ropes for the remainder of the game.

RULE 16.—(a) The time of a game is an hour and a half, each side playing forty-five minutes from each goal. There shall be ten minutes' intermission between the two halves. The game shall be decided by the score of even halves. Either side refusing to play after ordered to by the referee, shall forfeit the game. This shall also apply to refusing to commence the game when ordered to by the referee. The referee shall notify the captains of the time remaining not more than ten nor less than five minutes from the end of each half.

(b) Time shall not be called for the end of a three-quarter until the ball is dead ; and in the case of a try-at-goal from a touch-down the try shall be allowed. Time shall be taken out while the ball is being brought out either for a try, kick-out or kick-off.

RULE 17.—No one wearing projecting nails or iron plates on his shoes, or any metal substance upon his person, shall be allowed to play in a match. No sticky or greasy substance shall be used on the person of players.

RULE 18.—The ball goes into touch when it crosses the side line, or when the holder puts part of either foot across or on that line. The touch line is in touch and the goal line in goal.

RULE 19.—The captains shall toss up before the commencement of the match, and the winner of the toss shall have his choice of goal or of kick-off. The same side shall not kick-off in two successive halves.

RULE 20.—The ball shall be kicked off at the beginning of each half ; and whenever a goal has been obtained, the side which has lost it shall kick off. (See Rules 32 and 34).



HARRY A. MACKEY,
Captain U. of P., 1893.

RULE 21.—A player who has made and claimed a fair catch shall take a drop-kick, or a punt, or place the ball for a place-kick. The opponents may come up to the catcher's mark, and the ball must be kicked from some spot behind that mark on a parallel to touch line.

RULE 22.—The side which has a free-kick must be behind the ball when it is kicked. At kick-off the opposite side must stand at least ten yards in front of the ball until it is kicked.

RULE 23.—Charging is lawful for opponents if a punter advances beyond his line, or in case of a place-kick, immediately the ball is put in play by touching the ground. In case of a punt-out, not till ball is kicked.

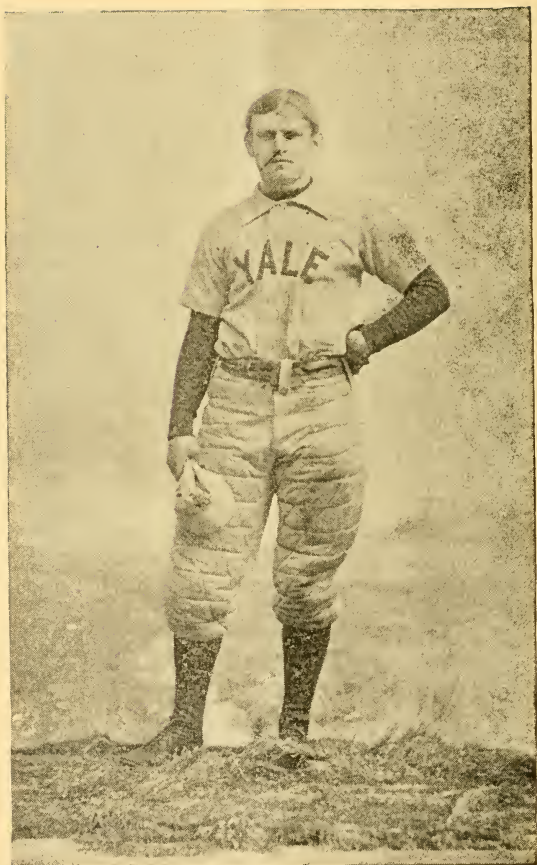
RULE 24.—(a) A player is put off side, if, during a scrimmage, he gets in front of the ball, or if the ball has been last touched by his own side behind him. It is impossible for a player to be off side in his own goal. No player when off side shall touch the ball, or interrupt, or obstruct opponent with his hands or arms until again on side.

(b) A player being off side is put on side when the ball has touched an opponent, or when one of his own side has run in front of him, either with the ball, or having touched it when behind him.

(c) If a player when off-side touches the ball inside the opponents' five yard line, the ball shall go as a touch-back to the opponents.

RULE 25.—No player shall lay his hands upon, or interfere by use of hands or arms, with an opponent, unless he has the ball. The side which has the ball can only interfere with the body. The side which has not the ball can use the hands and arms, as heretofore.

RULE 26.—(a) A foul shall be granted for intentional delay of game, off side play, or holding an opponent, unless he has the ball. No delay arising from any cause whatsoever shall continue more than five minutes.



L. T. BLISS,
Half Back, Yale.

(b) The penalty for fouls and violation of rules, except otherwise provided, shall be a down for the other side; or, if the side making the foul has not the ball, five yards to the opponents.

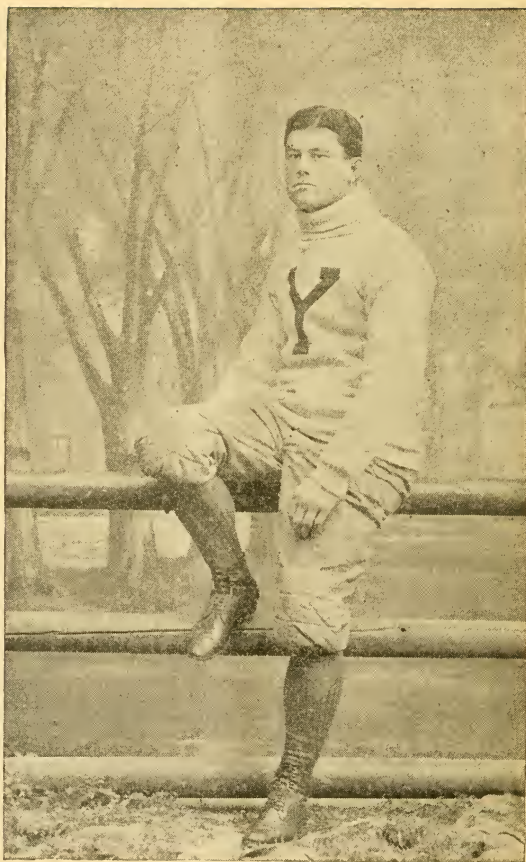
RULE 27.—(a) A player shall be disqualified for unnecessary roughness, hacking or striking with closed fist.

(b) For the offences of throttling, tripping up or intentional tackling below the knees, the opponents shall receive twenty-five yards, or a free-kick, at their option. In case, however, the twenty-five yards would carry the ball across the goal line they can have half the distance from the spot of the offence to the goal line, and shall not be allowed a free-kick.

RULE 28.—A player may throw or pass the ball in any direction except towards opponents' goal. If the ball be batted in any direction or thrown forward it shall go down on the spot to opponents.

RULE 29.—If a player when off side interferes with an opponent trying for a fair catch, by touching him or the ball, or waving his hat or hands, the opponent may have a free-kick, or down, where the interference occurred.

RULE 30.—(a) If a player having the ball be tackled and the ball fairly held, the man so tackling shall cry "held," the one so tackled must cry "down," and some player of his side put it down for a scrimmage. The snapper back and the man opposite him cannot pick out the ball with the hand until it touch a third man; nor can the opponents interfere with the snapper-back by touching the ball until it is actually put in play. Infringement of this nature shall give the side having the ball five yards at every such offense. The snapper back is entitled to full and undisturbed possession of the ball. If the snapper back be off side in the act of snapping back, the ball must be snapped again, and if this occurs three times on same down, the ball goes to opponents. The man who first receives the ball when snapped back from a down, or thrown back from a fair, shall not carry the ball forward under any circumstances whatever. If, in three consecutive fairs and downs, unless the ball



H. WALLIS,
Tackle, Yale.

cross the goal line, a team shall not have advanced the ball five or taken it back twenty yards, it shall go to the opponents on spot of fourth. "Consecutive" means without leaving the hands of the side holding it, and by a kick giving opponents fair and equal chance of gaining possession of it. When the referee, or umpire, has given a side five yards, the following down shall be counted the first down.

(b) The man who puts the ball in play in a scrimmage cannot pick it up until it has touched some third man. "Third man" means any other player than the one putting the ball in play and the man opposite him.

RULE 31.—If the ball goes into touch, whether it bounds back or not, a player on the side which touches it down must bring it to the spot where the line was crossed, and there either

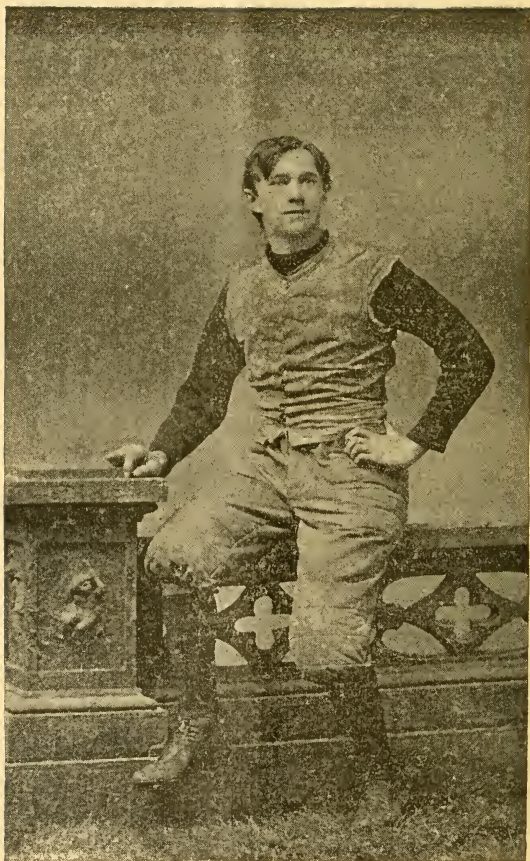
I. Bound the ball in the field of play, or touch it in with both hands, at right angles to the touch line, and then run with it, kick it, or throw it back ; or

II. Throw it out at right angles to the touch line ; or

III. Walk out with it at right angles to touch line any distance not less than five nor more than fifteen yards, and there put it down, first declaring how far he intends walking. The man who puts the ball in must face field or opponents' goal, and he alone can have his foot outside touch line. Anyone, except him, who puts his hands or feet between the ball and his opponents' goal is off side. If it be not thrown out at right angles, either side may claim it thrown over again, and if it fail to be put in play fairly in three trials it shall go to the opponents.

RULE 32.—A side which has made a touch-down in their opponents' goal *must* try at goal, either by a place-kick or a punt-out. If the goal be missed the ball shall go as a kick-off at the center of the field to the defenders of the goal.

RULE 33.—(a) If the try be by a place-kick, a player of the side which has touched the ball down shall bring it up to the goal line, and making a mark opposite the spot where it



E. O. SMITH.
Wesleyan.

was touched down, bring it out at right angles to the goal line such distance as he thinks proper, and there place it for another of his side to kick. The opponents must remain behind their goal line until the ball has been placed on the ground.

(b) The placer in a try-at-goal may be off-side or in touch without vitiating the kick.

RULE 34.—If the try be by a punt-out, the punter shall bring the ball up to the goal line, and making a mark opposite the spot where it was touched down, punt-out from any spot behind line of goal and not nearer the goal post than such mark, to another of his side, who must all stand outside of goal line not less than fifteen feet. If the touch-down was made in touch-in-goal, the punt-out shall be made from the intersection of the goal and touch lines. The opponents may line up anywhere on the goal line, except space of five feet on each side of punter's mark, but cannot interfere with punter, nor can he touch the ball after kicking it until it touch some other player. If a fair catch be made from a punt-out, the mark shall serve to determine positions as the mark of any fair catch. If a fair catch be not made on the first attempt the ball shall be punted over again, and if a fair catch be not made on the second attempt, the ball shall go as a kick-off at the center of the field to the defenders of the goal.

RULE 35.—A side which has made a touch-back or a safety must kick out, except as otherwise provided (see Rule 32), from not more than twenty-five yards outside the kicker's goal. If the ball go into touch before striking a player it must be kicked out again ; and if this occurs three times in succession it shall be given to opponents as in touch on twenty-five yard line on side where it went out. At kick-out opponents must be on twenty-five yard line or nearer their own goal.

RULE 36.—The following shall be the value of each point in the scoring :

Goal obtained by touch-down,	6
Goal from field kick,	5
Touch-down failing goal,	4
Safety by opponents,	2



WATERS,
Guard and Captain, Harvard.

CONSTITUTION.

ARTICLE I.

The name of this Association shall be the American Intercollegiate Foot-Ball Association.

ARTICLE II.

SECTION 1. This Association shall consist of Yale, Princeton, Wesleyan, and the University of Pennsylvania.

SEC. 2. No college shall be admitted to membership except by an unanimous vote.

SEC. 3. The annual assessment shall be \$25 from each college, and out of the total sum \$75 shall be expended for a Championship Pennant.

SEC. 4. Any college failing to pay the annual assessment on or before December 1st of each year shall forfeit its membership in the Association.

ARTICLE III.

SECTION 1. The officers shall consist of a President, a Secretary and a Treasurer. The Presidency shall be held by the college last holding the championship. The Secretary and Treasurer shall be elected by ballot. The Secretary shall call meetings subject to the order of the President, and shall preserve the minutes of the meetings in a book.

SEC. 2. There shall be a graduate Advisory Committee of four; one member being elected by the Alumni, or



W. M. NEWTON,
Guard, Wesleyan.

appointed by the Faculty of each of the colleges in the Association.

SEC. 3. This Advisory Committee shall meet and propose the rules, or changes in the same, on the first Saturday in March in each year, and shall submit the said proposed rules or changes to the Secretary of the Intercollegiate Association on or before the first Saturday in April, to be forthwith transmitted by him to the respective college Associations before the spring meeting of the Intercollegiate Association, to occur on the first Saturday in May. At that meeting the said proposed rules or changes shall be acted upon, and be returned by the Intercollegiate Association, with its approval or disapproval, to the Advisory Committee at its summer meeting, to occur on the day of the Intercollegiate Track Athletic meeting in May. Those rules or changes approved shall forthwith take effect ; those disapproved shall go over for consideration until the following spring, unless they shall receive three votes in the Advisory Committee, in which case they shall immediately take effect.

SEC. 4. Each of the four members of the Advisory Committee shall have a full vote. Any one may vote and act by representative with a written proxy. Three members of the committee shall constitute a quorum.

SEC. 5. At the written request of any two members of the Advisory Committee or delegates of the Intercollegiate Association, the secretary of the committee shall convene a meeting both of the Advisory Committee and Intercollegiate Association, but the same shall be only on a five days' written notice to the various members and delegates, which notice must contain a statement of the object of the said meetings. The meetings of the present year shall be governed by this section.

SEC. 6. There shall be an umpire and a referee. The referee shall judge for the ball, and the umpire for the player. No man shall act as an umpire who is an alum-



TRENCHARD,
End and Captain, Princeton.

nus of either of the competing colleges. The umpires shall be nominated and elected by the Advisory Committee. The referee shall be chosen by the two captains of the opposing teams in each game, except in case of disagreement, when the choice shall be referred to the Advisory Committee, whose decision shall be final. All referees and umpires shall be permanently elected and assigned on or before the third Saturday in October of each year.

SEC. 7. The Advisory Committee shall act as a Committee of Appeals, and shall hold its regular annual session on the third Saturday in October of each year, at which time it shall hear and finally determine any appeal, which must be in writing, from a decision or determination which substantially affects the interpretation or construction of any provision of the Constitution, or of the Rules of the Association, during the year preceding; but this section shall not be construed as affecting any question of fact, the determination of which rests in the discretion of the referee.

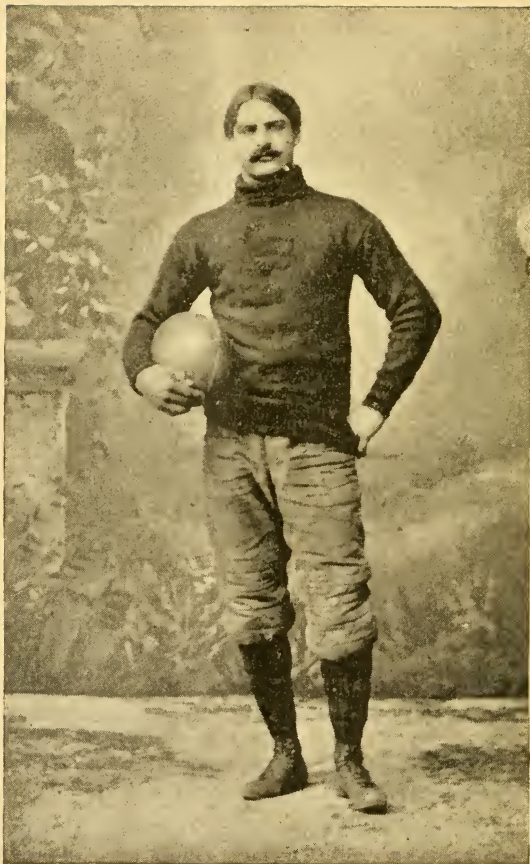
ARTICLE IV.

SECTION 1. The series shall consist of one game with each college, and shall be played upon grounds mutually agreed upon.

SEC. 2. The two leading colleges of the preceding year shall play in or near New York.

SEC. 3. The Championship shall be decided by the greatest number of games won. In case of a tie in games won, the team losing the fewest games shall have the championship.

SEC. 4. In case there is a tie for second place in the championship series, the record of the previous year shall determine which of the two colleges so tying shall play with the champions in New York, according to the provisions of Section 2 of this article.



CHARLES H. SCHOFF,
Captain U. of P., 1892,

ARTICLE V.

In all the championship games the net receipts shall be equally divided between the contesting colleges.

ARTICLE VI.

Any team failing to meet its engagements shall, unless the failure be caused by unavoidable accident in traveling, or by postponement with the consent in writing of the other team, forfeit its membership. Any college failing to put a team in the field each year shall forfeit its membership. A certificate signed by three members of the Faculty shall be considered sufficient excuse for failure to play.

ARTICLE VII.

There shall be two meetings of this Association, one to be held on the first Saturday in May, the other on the first Saturday in October.

ARTICLE VIII.

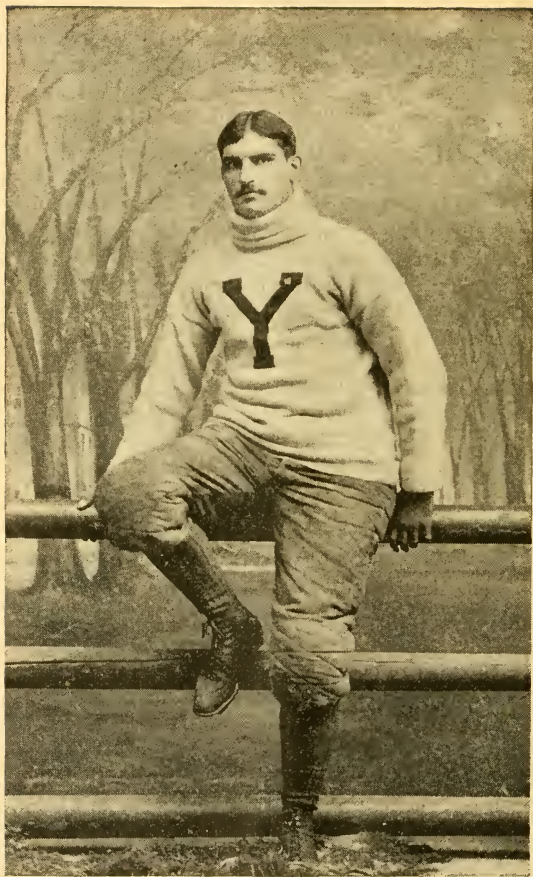
The printing of the Rules and Constitution shall be done by the Secretary of the Advisory Committee, and fifty copies shall be forwarded by the Secretary to each college of the Association free of charge.

ARTICLE IX.

No man shall play more than five years in this Association.

ARTICLE X.

No professional athlete shall take part in any contest of this Association, nor shall any player of any university or college be paid or receive, directly or indirectly, any money or financial concession or emolument as present or past compensation for, or as prior consideration or inducement to playing, whether the same be



W. C. WINTER,
Tackle, Yale.

received from, or paid by, or at the instance of the Football Association, athletic committee or faculty of such university, or college, or any individual whatsoever. And any player who is specifically challenged under this section by any member of the Association in writing, shall, within five days after the filing of such challenge with the secretary, file with the secretary of the committee an affidavit, duly verified under oath, showing that he in no way violates the provisions of this section, and upon his failure to make and file such affidavit he shall be barred from participating in any contest of the members of this Association. And in case the sufficiency of such affidavit be questioned by the challenging party, and the Committee of Appeals be notified thereof, the player challenged shall submit to oral examination on two days' notice by said challenging party before said committee, who shall then and thereafter decide regarding the eligibility of said challenged player to take part in contests of members of the Association. The date of such examination shall not be set on the day of nor within forty-eight hours of a championship game. No challenge or protest shall in any way affect a game which has been played previous to the filing of such challenge or protest. Furthermore, no one shall be eligible to take part as a player in any championship games of this Association who is not a *bona fide* student of the college on whose team he plays, matriculated for the then current college year, and regularly pursuing a course which requires his attendance upon at least five lectures or recitations a week; and in case a player's qualifications are questioned he shall furnish to the Advisory Committee a certificate, signed by three members of the Faculty, stating that he is a *bona fide* student, matriculated for the then current college year, and regularly pursuing a course which requires his attendance upon at least five lectures or recitations a week; and the player shall further furnish to the Advisory Committee



L. E. GORDON,
Full Back and Captain, Wesleyan.

an affidavit stating that he is a *bona fide* student of the college in whose team he plays, matriculated for the then current college year, and regularly pursuing a course which requires his attendance upon at least five recitations and lectures a week, and that it is his intention to continue in said course until the expiration of the then current college year.

Amendment adopted at a special meeting of the Intercollegiate Association, 1893: "No member of a graduate department, nor a special student shall be allowed to play, nor any undergraduate who has registered or attended lectures or recitations at any other university or college; nor any undergraduate who is not pursuing a course requiring for a degree an attendance of at least three years."

ARTICLE XI.

A majority vote shall be necessary to pass any vote, and a two-thirds vote to amend this Constitution.



HARRY D. THAYER,
Full Back, U. of P.

RUGBY FOOTBALL

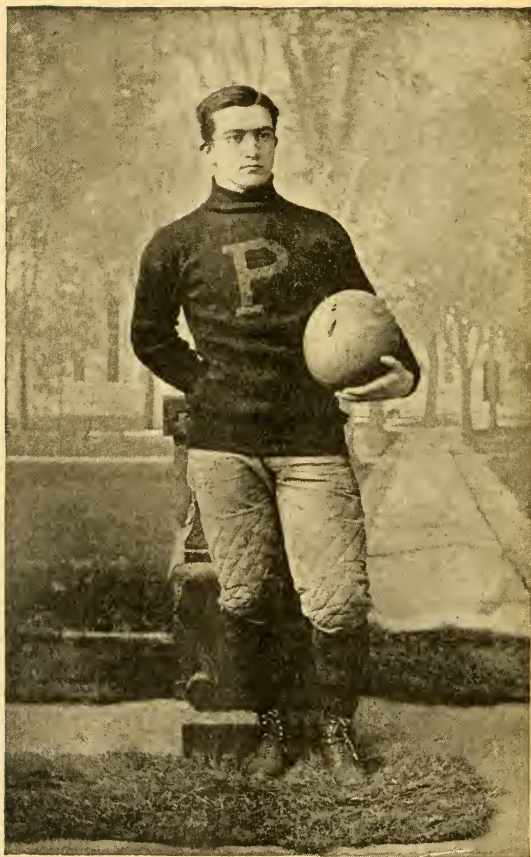
—AT—

AMERICAN COLLEGES,

1876-1893.

Our colleges have now been playing the Rugby style of game for seventeen years, and in that time, although there have been many alterations in the rules from those originally adopted, the sport has steadily increased in popularity until it now attracts audiences such as one sees gathered by no other athletic event. And the followers of the sport, the players themselves, have disseminated foot ball knowledge throughout the country, so that now it is no longer confined to the few larger eastern colleges, but is played in every college or university of importance and in nearly every preparatory school in the United States.

Up to 1878 goals only counted, and unless one side or the other secured a majority of goals the game was a tie. The next step in the scoring was to decide a match by a majority of touch-downs, a goal being valued as four touch-downs. At the same time a touch-down goal took precedence over a field-kick goal. Then it was determined to count safeties, and the first step toward this was the passage of a rule as follows: "If no other points are scored, a side making four safety touch-downs less than their opponents shall win the game." In 1883 values were first given to each point in the scoring, and our present method a goal from a touch-down counting six, a field-kick goal counting five, a touch-down from which no goal is kicked counting four and a safety by the opponents two, is



POE.
Princeton.

an outgrowth of this. The Canadians have followed us in this method of assigning values and they also count safeties.

- One of the principal features of the play of 1892 was the development of wedge work or mass playing, and it is likely to be even more characteristic of the matches of 1893. If one may judge from the past records of play, American teams will in a season or two, make so much of the wedge that legislation will become necessary to prevent its occupying too great prominence. It is not a feature likely to prove attractive when carried to excess either to spectator or player and although a product of skilful manipulation of men and offering a tempting field for the enthusiast, another year of excessive use will very likely convince all that it should be curtailed.

Other probabilities of the coming season will be the still further development of the strategical moves, and, it is to be hoped, the science of kicking—particularly in the line of accuracy. Our players, while ahead of many others in team work, are lamentably inefficient in punting and long place-kicking. We should in that respect make but a sorry showing in competition with English teams. Although we have occasionally a star, the rank and file of our men behind the line are not able to place the ball with accuracy when kicking any great distance, nor do we look for anything of the kind.

The coaching feature of the game is to-day of the utmost importance. No team can hope to compete with others of its class unless it is handled by an efficient coach who understands both the theory of the play as well as the detail of the individual positions. Such a man will bring out all there is in the players and show them how to use their strength and skill to the greatest advantage instead of uselessly exhausting themselves in individual struggles. The perfected team performs its work almost like a machine at a minimum expenditure of force, while the team without proper instruction merely racks itself to pieces collectively and individually with no chance of winning against anything but very inferior teams.

A brief record of the intercollegiate matches since the introduction of the game will therefore be of interest to those who read these pages, and will, perhaps, add to the value of the book as a book of reference,



HALLOWELL,
End Rusher, Harvard,

GAMES SINCE INTRODUCTION OF RUGBY FOOT BALL.

HARVARD—YALE.

- 1876—Yale, 1 goal; Harvard, 2 touch-downs.
 1877—No game.
 1878—Yale, 1 goal; Harvard, 0.
 1879—Yale, 2 safties; Harvard, 4 safeties.
 1880—Yale, 1 goal, 1 touch-down; Harvard, 0.
 1881—Yale, 0 safties; Harvard, 4 safeties.
 1882—Yale, 1 goal, 3 touch-downs; Harvard, 2 safeties.
 1883—Yale, 4 goals; Harvard, 1 touch-down, 1 safety.
 1884—Yale, 6 goals, 4 touch-downs; Harvard, 0.
 1885—No game.
 1886—Yale, 5 goals; Harvard, 1 touch-down.
 1887—Yale, 3 goals, 1 safety; Harvard, 1 goal.
 1888—No game.
 1889—Yale, 1 goal; Harvard, 0.
 1890—Harvard, 2 goals; Yale, 1 goal.
 1891—Yale, 1 goal, 1 touch-down; Harvard, 0.
 1892—Yale, 1 goal; Harvard, 0.

HARVARD—PRINCETON.

- 1876—No game.
 1877—Harvard, 1 goal, 1 touch-down; Princeton, 1 touch-down.
 1878—Princeton, 1 touch-down; Harvard, 0.
 1879—Pinceton, 1 goal, 1 safety; Harvard, 5 safeties.
 1880—Princeton, 2 goals, 2 touch-downs, 6 safeties; Harvard, 1 goal, 1 touch-down, 4 safties.
 1881—Princeton, 1 safety; Harvard, 1 safety.
 1881—Harvard, 1 goal, 1 touch-down; Princeton, 1 goal, 2 safeties.
 1883—Princeton, 26 points; Harvard, 7 points.
 1884—Princeton, 34 points; Harvard, 6 points.
 1885—No game.
 1886—Princeton, 12 points; Harvard, 0.
 1887—Harvard, 12 points; Princeton, 0.
 1888—Princeton, 18 points; Harvard, 6 points.
 1889—Princeton, 41 points; Harvard, 15 points.

1890—No game.

1891—No game.

1892—No game.

PRINCETON—YALE.

1876—Yale, 2 goals; Princeton, 0.

1877—Yale, 2 touch-downs; Princeton, 0.

1878—Princeton, 1 goal; Yale, 0.

1879—Yale, 2 safeties; Princeton, 5 safeties.

1880—Yale, 5 safeties; Princeton, 11 safeties.

1881—Yale, 0; Princeton, 0.

1882—Yale, 2 goals, 1 safety; Princeton, 1 goal, 1 safety.

1883—Yale, 1 goal; Princeton, 0.

1884—Yale, 1 goal; Princeton, 1 touch-down.

1885—Princeton, 1 goal from touch-down; Yale, 1 goal from field.

1886—Yale, 1 touch-down; Princeton, 0.

1887—Yale, 2 goals. Princeton, 0.

1888—Yale, 2 goals; Princeton, 0.

1889—Princeton, 1 goal, 1 touch-down; Princeton, 0.

1890—Yale, 32 points; Princeton, 0.

1891—Yale, 19 points, 2 goals, 2 touch-downs; Princeton, 0.

1892—Yale, 12 points, 2 goals; Princeton, 0.

UNIVERSITY OF PENNSYLVANIA—WESLEYAN.

1884—U. of Pa., 14 points; Wesleyan, 12 points.

1885—U. of Pa., 18 points; Wesleyan, 25 points.

1886—U. of Pa., 14 points; Wesleyan, 0.

1887—U. of Pa., 4 points; Wesleyan, 10 points.

1888—U. of Pa., 18 points; Wesleyan, 6 points.

1889—U. of Pa., 2 points; Wesleyan, 10 points.

1890—U. of Pa., 16 points; Wesleyan, 10 points.

1891—U. of Pa., 13 points; Wesleyan, 10 points.

1892—U. of Pa., 34 points; Wesleyan, 0.

UNIVERSITY OF PENNSYLVANIA—HARVARD.

1883—U. of Pa., 0; Harvard, 4.

1884—U. of Pa., 4; Harvard, 0.

1885—Did not play.

1886—U. of Pa., 0; Harvard, 28.

1890—U. of Pa., 0; Harvard, 35.

UNIVERSITY OF PENNSYLVANIA -YALE.

- 1879—U. of Pa., 0; Yale, 3 goals, 5 touch-downs.
 1880—U. of Pa., 0; Yale, 8 goals, 1 touch-down.
 1885—U. of Pa., 1 goal, 2 safeties; Yale, 4 goals, 7 touch-downs.
 1886—U. of Pa., 0; Yale, 8 goals, 7 touch-downs.
 1887—U. of Pa., 1 safety; Yale, 6 goals, 3 touch-downs.
 1888—U. of Pa., 0; Yale, 50 points.
 1889—U. of Pa., 10 points; Yale, 20 points.
 1890—U. of Pa., 0; Yale, 60 points.
 1891—U. of Pa., 0; Yale, 48 points.
 1892—U. of Pa., 0; Yale, 28 points.

UNIVERSITY OF PENNSYLVANIA—PRINCETON.

- 1876—U. of Pa., 0; Princeton, 6 goals.
 1878—U. of Pa., 0; Princeton, 2 goals, 4 touch-downs.
 1879—U. of Pa., 11 safeties; Princeton, 6 goals, 4 touch-downs.
 1880—U. of Pa., 1 safety; Princeton, 1 goal, 3 safeties.
 1881—U. of Pa., 4 safeties; Princeton, 4 goals, 6 touch-downs.
 1882—U. of Pa., 0; Princeton, 10 goals, 4 touchdowns.
 1883—U. of Pa., 6 points; Princeton, 39 points.
 1884—U. of Pa., 0; Princeton, 30 points.
 1885—U. of Pa., 0; Princeton, 51 points.
 1886—U. of Pa., 6 points; Princeton, 28 points.
 1887—U. of Pa., 0; Princeton, 95 points.
 1888—U. of Pa., 0; Princeton, 4 points.
 1889—U. of Pa., 4 points; Princeton, 72 points.
 1890—U. of Pa., 0; Princeton, 6 points.
 1891—U. of Pa., 0; Princeton, 24 points.
 1892—U. of Pa., 6; Princeton, 4 points.

Where two games have been played in one season, only the championship game is given.

RECORD AS GIVEN BY HURD, WITH HIS NOTES.

<i>Year.</i>	<i>Contestants.</i>	<i>Winner.</i>	<i>Remarks.</i>
1876	Yale. Princeton. Harvard. Columbia.	Yale.	Yale was not in the Association, but defeated every member of it.
1877	Yale. Princeton.	Not Awarded.	Yale not in Association. Yale made 2 touch-downs to Princeton's nothing. This by the rules was a draw game.
1878	Yale. Princeton. Harvard.	Princeton.	Yale defeated Harvard by one goal to nothing.
1879	Yale. Princeton. Harvard. Columbia.	Not Awarded.	Yale's games with Princeton by the rules were drawn games. Princeton, 5 safties; Yale, 2. Harvard, 4 safties; Yale, 2.
1880	Yale. Princeton. Harvard. Columbia.	Not awarded, but really won by Yale.	Yale defeated Harvard by 1 goal to 0 and 1 touch-down to 0. Draw game with Princeton.
1881	Yale. Princeton. Harvard. Columbia.	Yale.	Yale defeated Harvard by 0 to 4 safties, and tied Princeton, neither scoring; except Princeton making a touch-in-goal.
1882	Yale. Princeton. Harvard. Columbia.	Yale.	Yale defeated Harvard by a goal and 3 touch-downs to nothing, and Princeton by 2 goals to 1. Harvard defeated Princeton.
1883	Yale. Princeton. Harvard. Columbia.	Yale	Yale rush line averaged 185 pounds.
1884	Yale. Princeton. Harvard. Wesleyan.	Not Awarded.	Harvard beaten by all the other colleges. Yale defeated Princeton in an unfinished game.

<i>Year.</i>	<i>Contestants.</i>	<i>Winner.</i>	<i>Remarks.</i>
1885	Yale. Princeton. Wesleyan. University of Penn.	Princeton.	Harvard kept out of foot ball by order of her faculty. Princeton defeated Yale 6 to 5.
1886	Yale. Princeton. Harvard. Wesleyan. University of Penn.	Not Awarded.	Yale defeated Princeton 4 to 0 in an unfinished game. Princeton, 12; Harvard, 0.
1887	Yale. Princeton. Harvard. Wesleyan. University of Penn.	Yale	Harvard defeated Princeton, 12 to 0. There was a crowd of about 20,000 people at Yale-Harvard game.
1888	Yale. Princeton. Wesleyan. University of Penn.	Yale.	Yale defeated Princeton at the Polo Grounds in New York by 2 goals from the field, kicked by Bull; neither side being able to score a touch-down. Harvard was not in the Association.
1889	Yale. Princeton. Harvard. Wesleyan. University of Penn.	Princeton.	Yale defeated Harvard 6 to 0, at Springfield. Princeton defeated Harvard at Cambridge. Princeton defeated Yale at the Berkeley Oval, on Thanksgiving Day, 10 to 0.
1890	Yale. Princeton. Wesleyan. University of Penn.	Yale.	Harvard beat Yale, 12 to 0. Yale defeated Princeton by the largest number of points ever scored by either college against the other, the final score being Yale, 32; Princeton, 0. The game was played at Eastern Park, Brooklyn, and was witnessed by over 30,000 people.

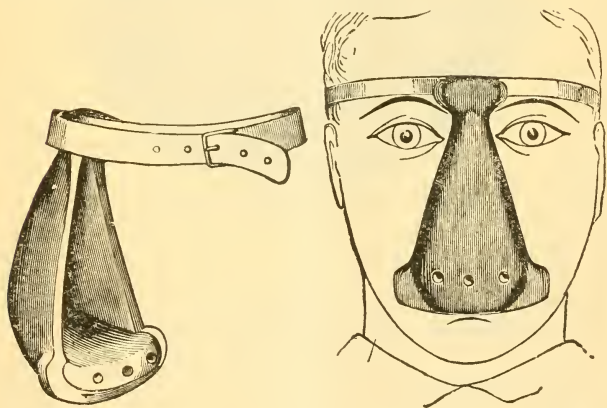
WESLEYAN'S CHAMPIONSHIP GAMES.

	Wesleyan.....	Princeton.....	Wesleyan.....	Harvard.....	Wesleyan.....	Yale.....	Wesleyan.....	Pennsylvania..
1885	0	76			0	61	25	18
1886	6	70	0	34	0	136	0	14
1887	0	69	0	118	4	68	10	4
1888	0	44	2	52	0	105	6	18
1889	0	96	2	67	0	52	19	2
1890	4	43			0	72	10	16
1891	0	73			0	76	10	18
1892	0	60			0	72	0	34

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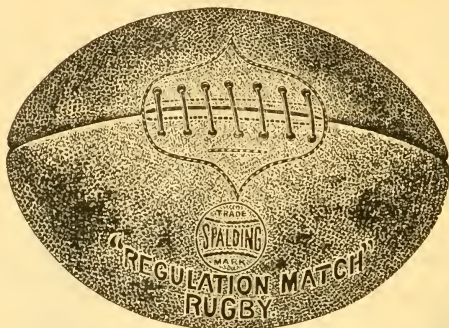
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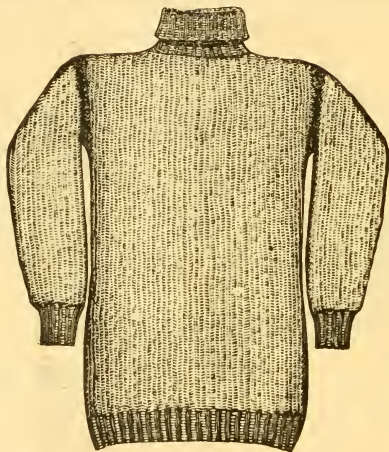
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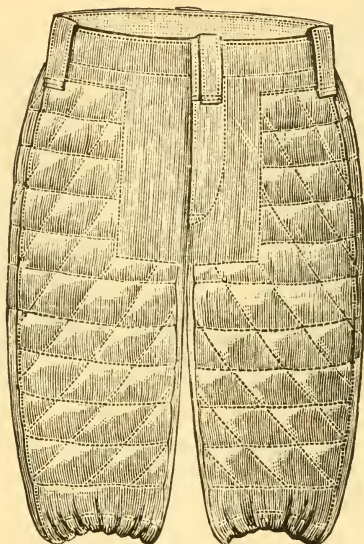
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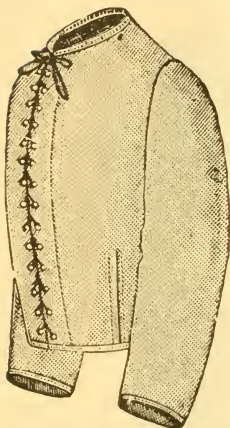
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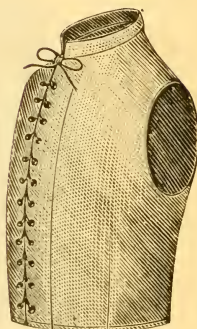
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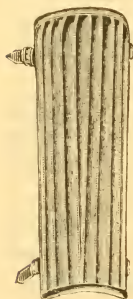
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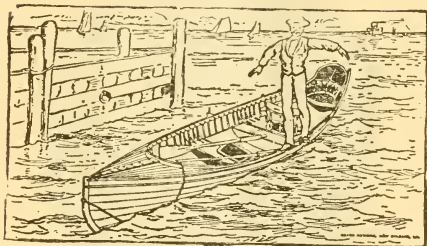
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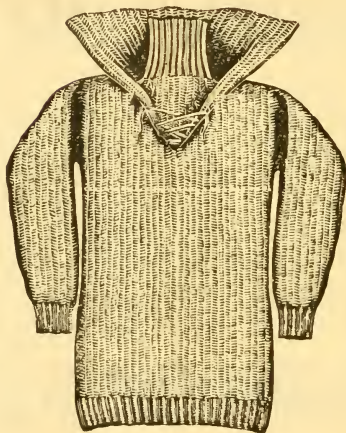
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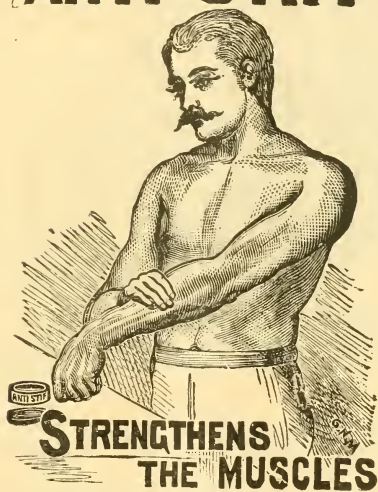
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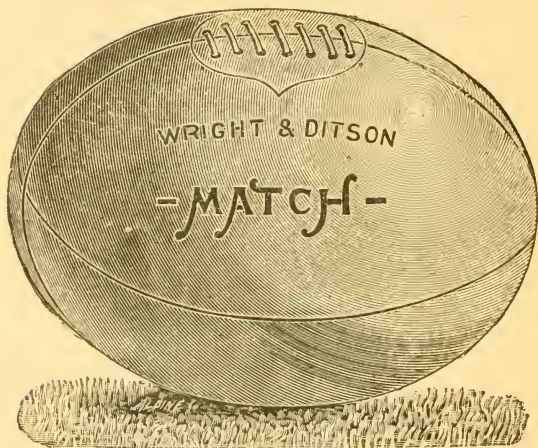
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